NES-6B-USA

CAPCOM USA

Disney's

TALESPIN

INSTRUCTION MANUAL

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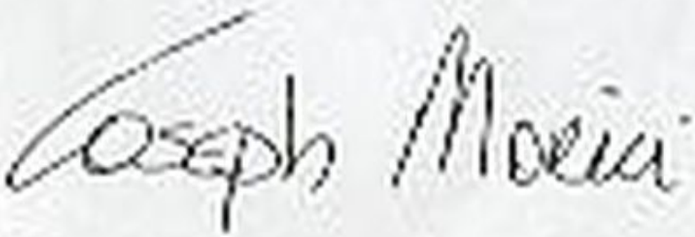
A special message from CAPCOM

Thank you for selecting **Tale Spin**, the latest addition to Capcom's library of Disney titles. Following such hits as **The Little Mermaid** and **Chip 'n Dale Rescue Rangers**, **Tale Spin** continues the tradition of action packed family oriented games for the Nintendo Entertainment System.

Tale Spin features colorful state-of-the-art high resolution graphics. We at Capcom are proud to bring you this thrilling new addition to your video game library.



Joe Morici
Senior Vice President
CAPCOM, U.S.A.

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Official Nintendo Seal of Quality

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

SAFETY PRECAUTIONS

1. Always make sure the power is off before inserting or removing the Game Pak.
2. Don't try to take the Game Pak apart, or touch its terminal connectors.
3. Keep your Game Pak safe from direct sunlight and extreme hot or cold. Don't bend it, crush it, or get it wet. Store it in its protective package at room temperature when you're not using it.
4. If your Game Pak gets dusty, clean it with a soft, dry cloth. Never use thinners, solvents, benzene, alcohol, or other strong cleaning agents that can damage it.
5. For the best game play, sit 3 to 6 feet away from your television. Pause for 10 to 20 minutes after 2 hours of continuous play to extend the life of your Game Pak.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV!

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

A D V I S O R Y

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching or other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

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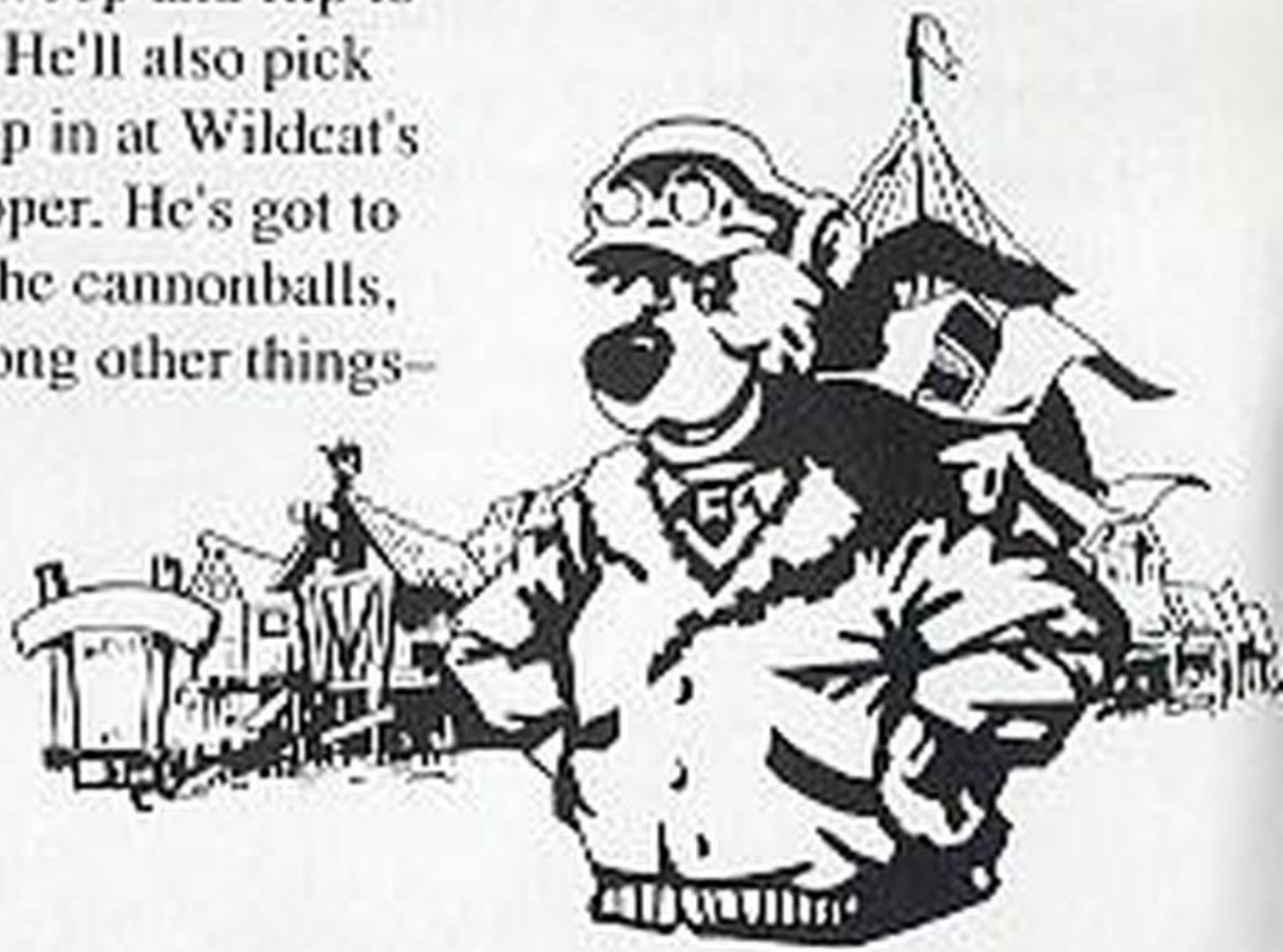
GETTING STARTED

1. Insert the **Tale Spin** Game Pak into your Nintendo Entertainment System and turn it on. The Title screen appears.
2. Press **Start** to begin the game.
3. Read the story screens, and press button **A** to go on to each new screen. (Press button **A** during a screen to read it faster.) At the last screen, press button **A** again to begin Baloo's adventures.
4. During play, press **Select** to pause the game. Press it again to continue.
5. Press the **Reset** button on the Nintendo Entertainment System to start the game over from the beginning.

BALOO'S HIGH ADVENTURE

Flying high in the Mini Sea-Duck, Baloo Bear is picking up cargo for his customers. But things get topsy-turvy when Don Karnage and his gang of air pirates pop out of the clouds. In a dizzying whirl of crazy air acrobatics, they try to stop Baloo from making his deliveries!

Baloo will loop-de-loop, swoop and flip to dodge his daring enemies. He'll also pick up bags of money, and drop in at Wildcat's hangar for a quick fixer-upper. He's got to be a frisky flyer to dodge the cannonballs, bones, and baseballs – among other things– that the air pirates shoot his way.



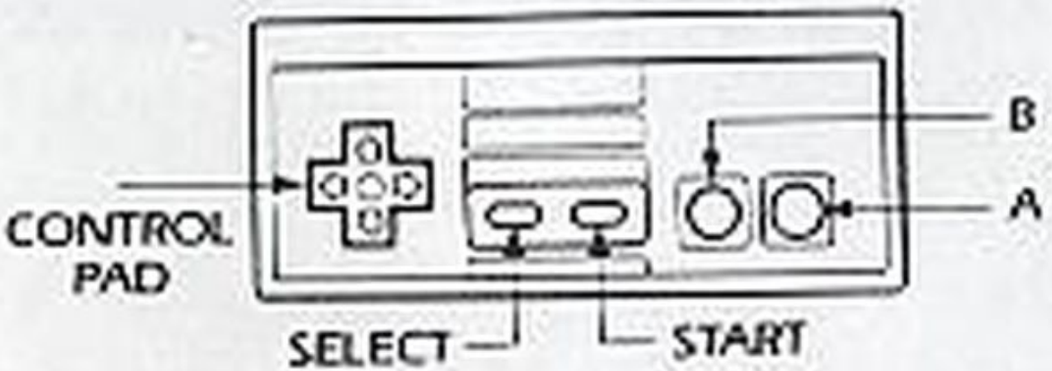
FLYING THE MINI SEA DUCK

Fly up, down, backward and forward. - Press the control pad in any direction.

Flip upside down. - Press button **A**.

Fire the cannon. - Press button **B**.

See the status screen. - Press **Start**. Press it again to return to the game.



SKY JINKS!

Baloo, the high-flying ace, is off on more assignments. But the sunny skies over the cape are full of clouds, and trouble. Almost as soon as he takes off, Baloo meets up with Don Karnage's sharp-shooting air pirates!

The hearts in the upper left corner of the screen show how strong the Mini Sea-Duck is. Each time the plane gets hit, a heart will disappear. When all the hearts are gone, so is the Mini Sea-Duck. Baloo must parachute to safety!

When Baloo must dodge or shoot down all the air pirates to make it to the end of the trip. Then he'll meet up with an enormous pirate who's hard to defeat. Baloo must get rid of him, too, in order to finish the trip.

SKY-HIGH TREATS

Keep an eagle-eye out for special items scattered over the landscape. Shoot baloons, walls, clouds and buildings to find even more goodies. Then fly over them for bonus points.

Hearts	Power-up with extra strength.
Money Bags	Gain money to buy equipment in Wildcat's hangar.
Cargo Boxes	Pick up all of these for a perfect bonus score.
Fruit	Grab as many as you can for big bonus points.

BONUS ROUND

Find the special door hidden in the round, and scoot through it. You'll enter a bonus round, where Kit Cloudkicker rides on his airfoil for a rollicking whirl at scoring big points. Make Kit pop the balloons, and then fly through the fruit that appears. The more he gets, the more points you score! The round lasts for 40 seconds, and then it's back to the skies!

BALOO'S LOGBOOK

Press **Start** during a round to check Baloo's logbook and see how you're doing so far in the game. Your points and money are totalled at the end of each round. Press **Start** again to get back to the action.

000524
PTS

Points

LOAD X 02

Cargo Aboard

$BAG X 03

Money Bags aboard

LIVES

Hearts Left

X 01

Number of times you can continue

BACK AT THE HANGAR

You'll fly by the hangar at the end of each round. Here, Baloo's trusty mechanic Wildcat is all set to fix up the Mini Sea-Duck. Use your money to buy parts and special equipment. Buy the best equipment you can – you're going to need it!

Mini Sea-Duck - Gain an extra life.

Armor - Adds an extra heart to the strength of the Mini Sea Duck.

Engine Power - Increase your speed.

BACK AT THE HANGAR continued...

Rapid Shot - Shoot your cannon faster

Super Rapid Shot - Shoot up to 4 shots at at time.

Continue - Gain another chance to continue

Press **Start** to take off from the hangar and zoom back to begin the next round!

CONTINUING (OR ENDING) BALOO'S ADVENTURES

When all his hearts are gone, Baloo must parachute to safety. But he'll return to the round two more times. After that, the game ends. If you like, you can continue from the beginning of the round, up to three more times. When you continue, you lose anything you've bought in Wildcat's hangar, but you keep your money and points.

Round 1: Over the Sea

Bubble machines and speedy helicopters spell trouble for our hero! A huge submarine lurks at the end of the round.

Round 2: The Baseball Stadium

Baloo flys into batting practice. Dodge those curve balls! Fly through underground tunnels, and meet up with the biggest, baddest baseball you ever saw!

Round 3: In the Stormy Sky

It's the attack of the sky sharks! Bombard the satellites and clouds to escape the whizzing rockets. Demolish the twin sky ship in a wing-ding battle.

Round 4:
The Haunted House

What's it like to fly through a haunted house? Very scary, when chandeliers burst and spooky objects attack! Fluttering ghosts are hard to dodge, and at the end, set your sights on the Invisible Man!

Round 5: High Above the City

Hang tough, Baloo! Hang-gliding pirates are on your trail. Steel beams fall from high places, so watch out! Your joy-ride turns dangerous when you come up against the huge wrecking ball!

Round 6:
The Mining Tunnels

Blazing tail-winds! It's a bone attack from doggie miners bumping around in ore carts! Hibernating snakes wake up just in time to make big trouble. The biggest mining machine in the world hurls mountainous boulders.

Round 7: Jungle Junket

Leaping crocodiles and voodoo statues put a hex on this trip.

Round 8:
The Snowy Alps

Zip around a mob of skiiers and dodge those speeding snowballs. Circle, spin and loop in thrilling air aerobatics when Don Karnage appears. The Iron Vulture, a huge flying fortress, takes you into your most dangerous and exciting battle!

FLYING TIPS

- Pick up as many cargo boxes you can for big bonus points. When you pick up all the cargo in a round, you'll get a perfect bonus!

- Grab lots of money bags. The more you pick up, the more you can buy in Wildcat's hangar.

- When you shoot an air pirate, watch out for any little enemies that might appear, even the tiniest ones can hurt you.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufactures' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide resonable protection against such interference in a residential installation. However, there is no guarantee that interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that NES and receiver are on different circuits.

If necessary, the user should consult the dealer or any experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office,
Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling (408) 727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.

3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $10.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

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MICKEY'S DANGEROUS CHASE

Join Mickey in a Dangerous Chase

Disney's most famous character stars in this exciting Game Boy adventure. Mickey and Goofy search high and low to find gifts for Mickey's girlfriend Minnie. They use all their smarts to outwit Big Bad Pete.

- Heads up! Dodge flying squirrels, bulldogs and tricky pitfalls in five action packed levels.
- Play as Mickey or Minnie.
- Disney fun and entertainment for the whole family.

Nintendo

OFFICIAL GAME BOY GAME PAK

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Snowing the Enemy is a Real Ball!

When the Snow Brothers learn that the Princess has been played in the deep freeze their temperatures start risin' and the snow balls start flyin'. Nick and Tom are in for a chilly reception as little red devils and fire-breathing dragons try to melt them down to size. They will have to be cool customers to freeze these characters in their tracks.

- Face five hideous bosses as you storm across 50 floors of red-hot action.
- Play as Nick or Tom (or both!) in this challenging adventure.

Also available for Game Boy.

Nintendo

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SNOW BROTHERS

Disney's
THE LITTLE
MERMAID

What a Catch! The Little Mermaid Comes to NES!

Ariel, the little mermaid who became human, and Eric, the prince of the land, are head over fins in love. But Ariel's friends are in deep trouble! Ursula, the evil Witch of the Sea has cast a spell on all watery creatures. If Ursula's not stopped, she'll take over the entire sea. Can Ariel defeat her in time to save the sea?

- Features characters from Disney's mega hit animated motion picture, **The Little Mermaid.**
- Superior music features the Academy Award-winning song, "Under the Sea".
- First NES game designed specifically for girls.

$00.00

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"A landmark. One of the brilliant and truly extraordinary movies ever made."
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   P.O. Box 2186 - Dept. DCC
   Chatsworth, CA 91313

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